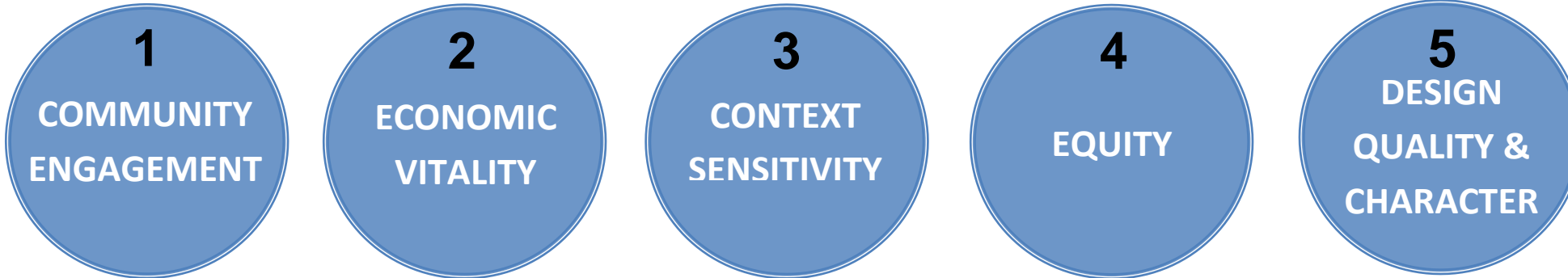


DIVISION DESIGN INITIATIVE

GOALS



KEY THEMES



STRATEGIES



Goals, Themes, & Strategies

Design Committee Brainstorm

Group 1

#1 Balancing human element - Planning and growth – respect people who live here now including aging population, new residents (small children)

#2 Safety & Security – Actual vs. perceived

#3 Multi-modal access

#4 Good design: How to build for desired uses/needs/flexibility – allow spaces to evolve and transition more smoothly rather than leaving large empty storefronts.

#5 Flow – walkability/connectivity - Strategy – Design Charette

Group 2

- Ownership – Knowing what's going on and being involved
- Identity – what it is vs. what we want
- Access
- Design Standards – Sustainability & quality of buildings and space
- Scale + Scope of Vision

Group 3

- Equity as overarching goal
- Diversity,
- economics
- Sustainability
 - o Affordable housing & businesses
 - o Education, transport, green spaces
 - o Increase diversity of nationalities and ethnicities
 - o Lack of usable space
 - o Strategies: incentives +/- or mandates

Group 4

#1 Community Engagement as goal and process
o Respect for architecture and history - Strategy – D Streetscape charrette
o Share stories & discuss design details

#2 Equity

o Reduce involuntary displacement o increase affordability
o Incentivize new affordable green market rate as well

#3 Green Space and gathering space - Increase ways to connect with nature, need both small and large gather spaces.